

FIG. 1

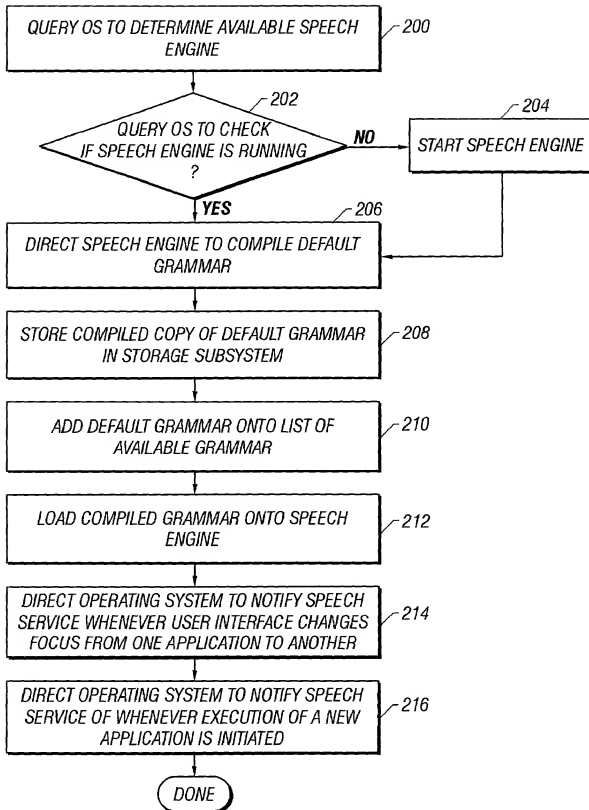


FIG. 2

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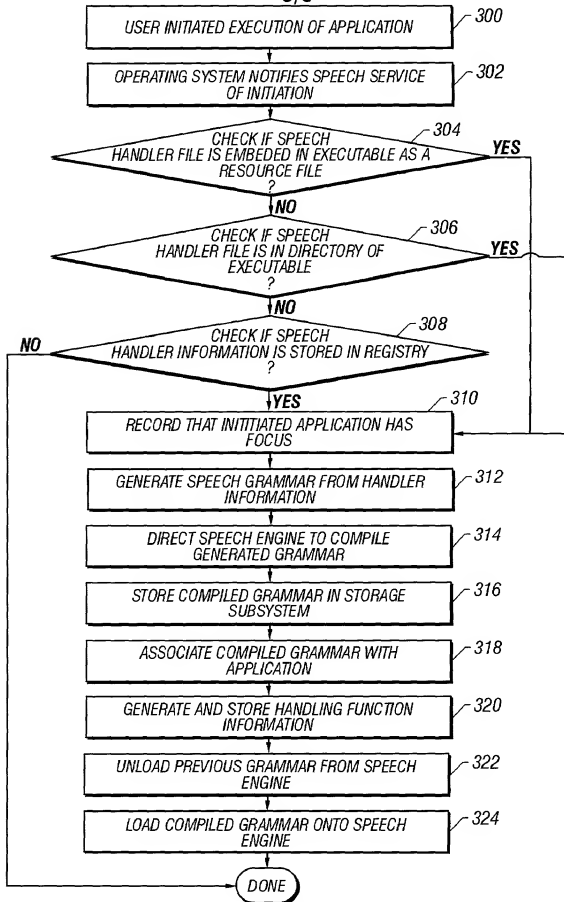


FIG. 3

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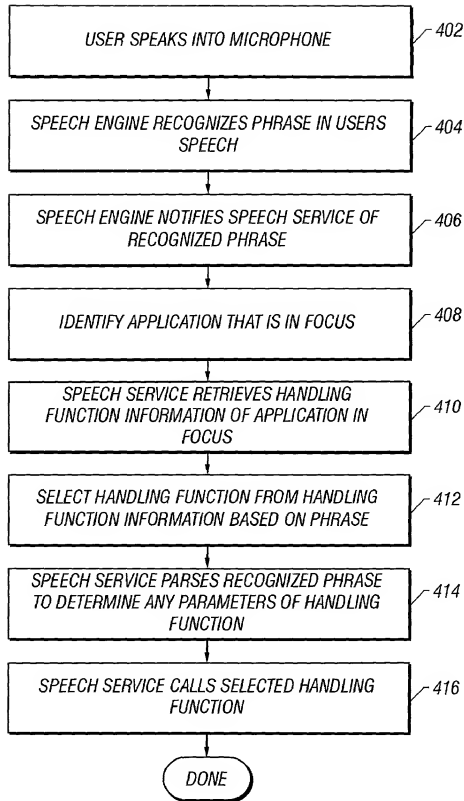


FIG. 4

Handling function	Phrase
93a int jump (void) 98b	jump 94 96 92a
93b int sendmail (char *recipient)	Sendmail to * "recipient" 92b
93c int kick (char *person, char *bodypart)	Kick * "person" in * "bodypart" 92c

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FIG. 5

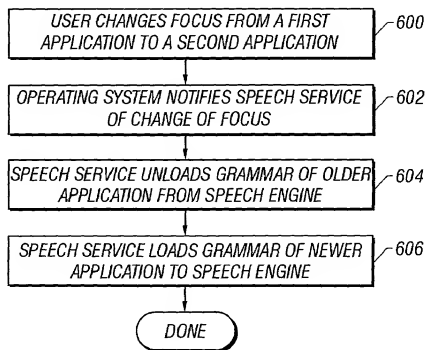


FIG. 6